

Fig. 1

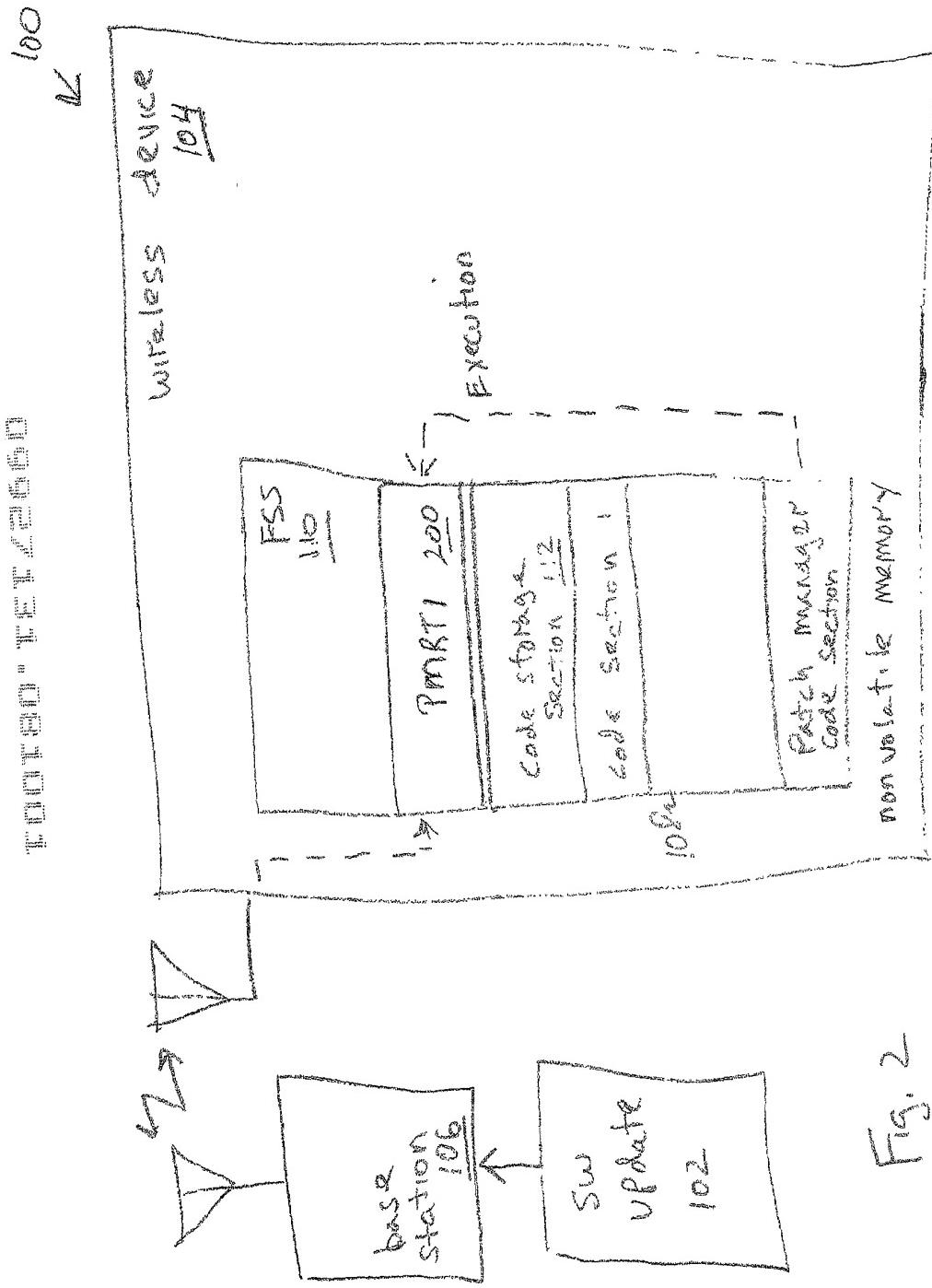


Fig. 2

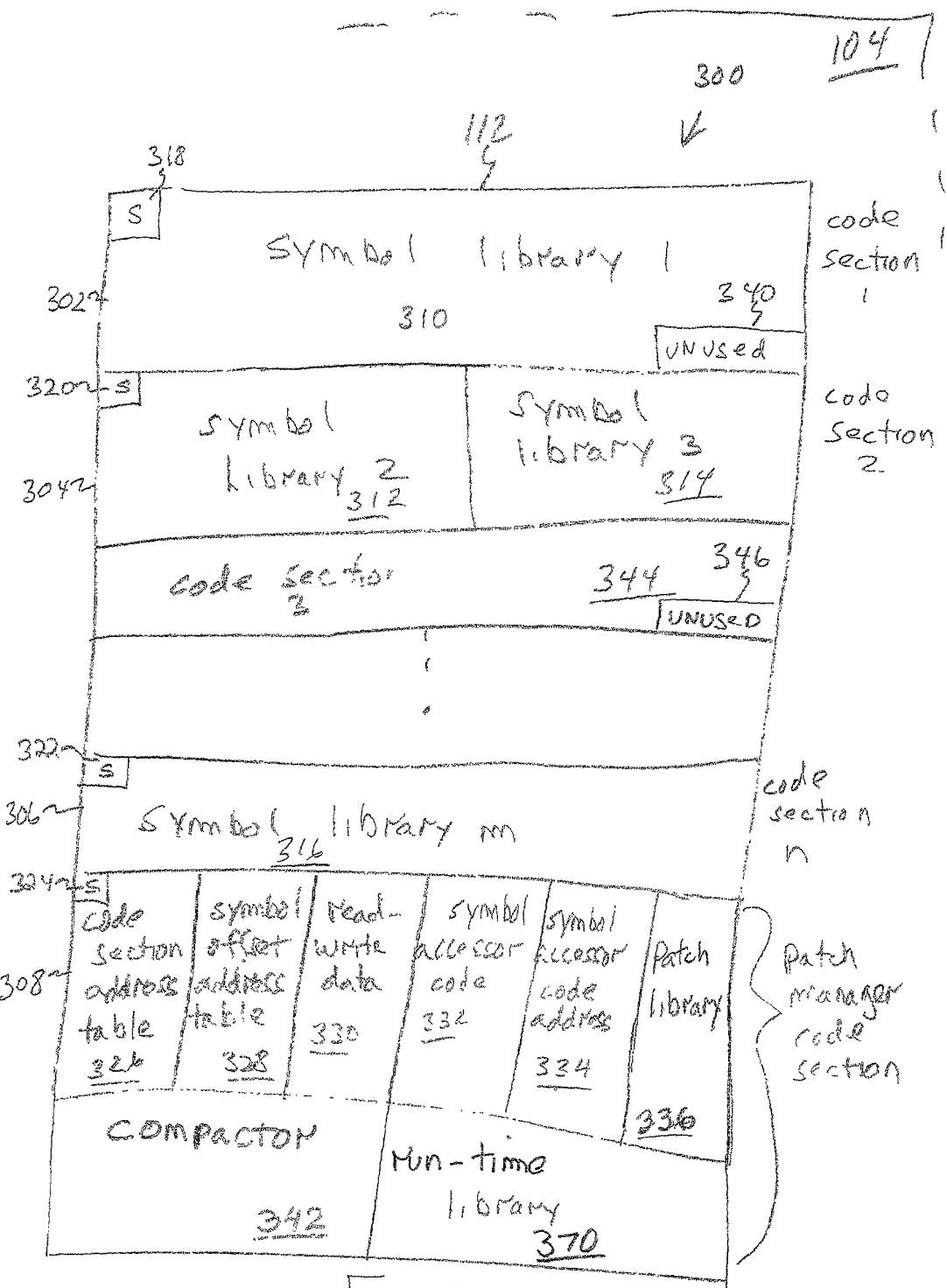


Fig. 2.

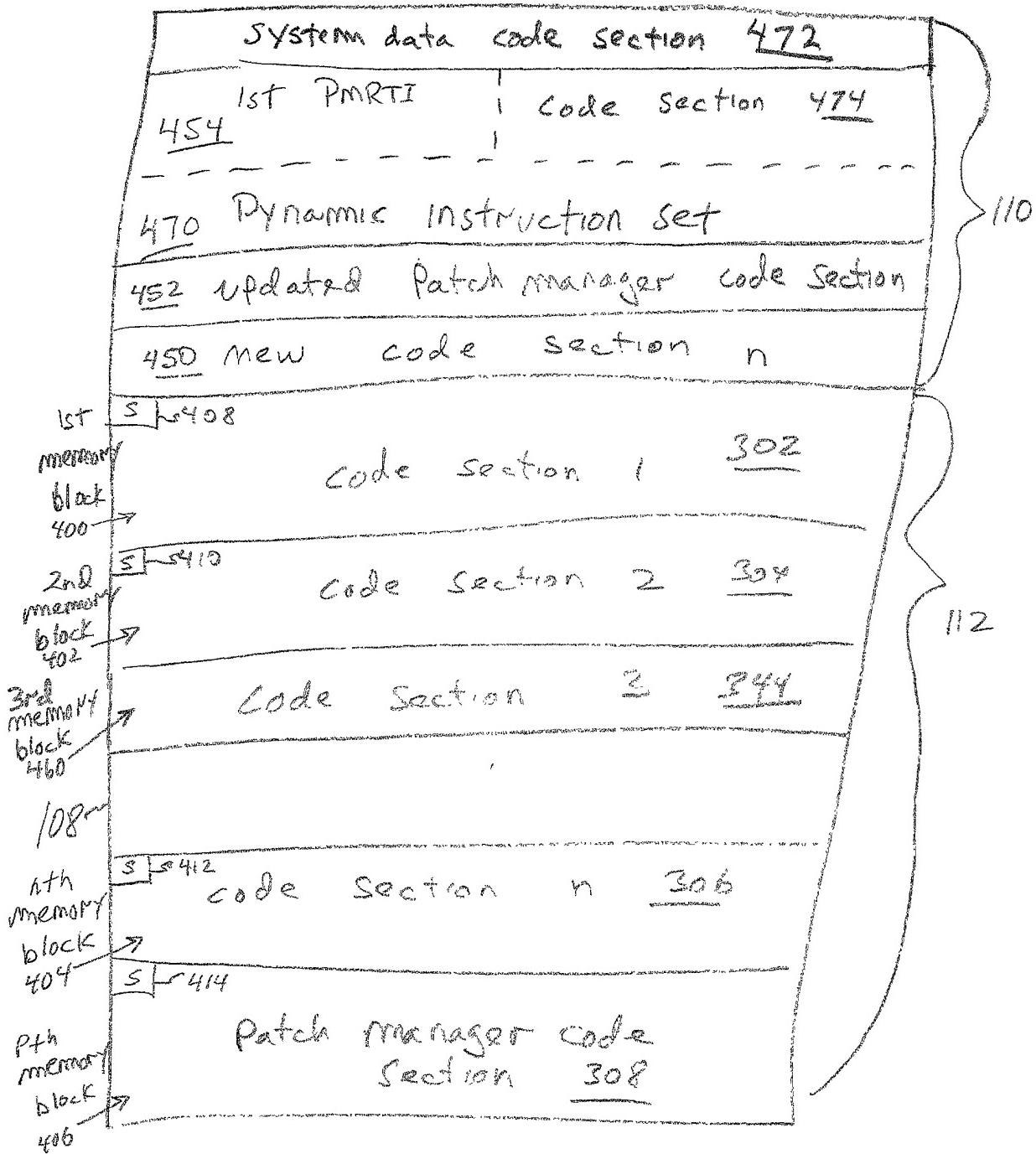
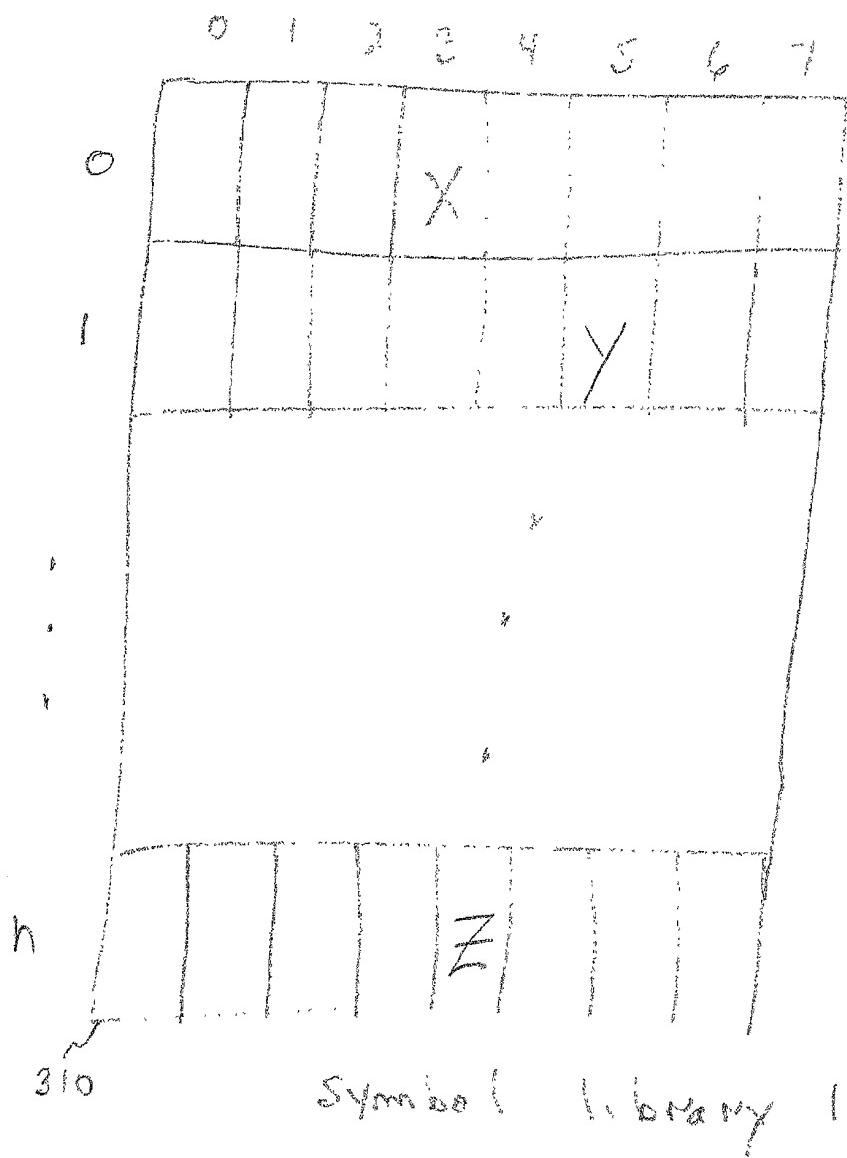


Fig. 4

32bit

Code Section address table	
Identifiers	Addresses
CS-1	start address 1 (00100)
CS-2	start address 2 (00200)
CS-n	start address n (00700)
Pm	start address p (01000)

Fig. 5



Symbole Library

Fig. 6

Symbol offset address table

328

Symbol ID	Code section ID	Offset
X_1	CS_1	03
Y_1	CS_1	15
P_1	CS_2	11
Q_1	CS_2	33
AA_3	CS_2	47

Fig. 7

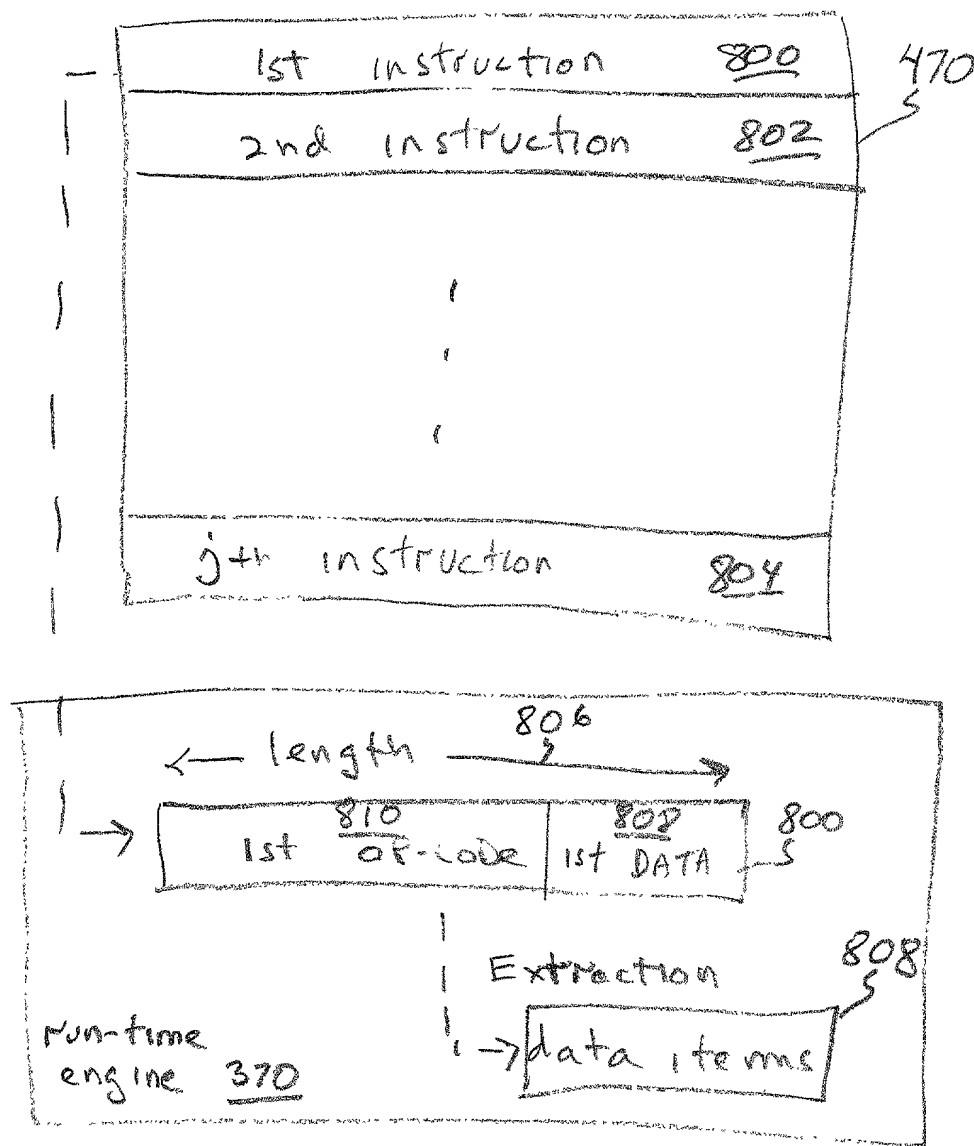


Fig. 8

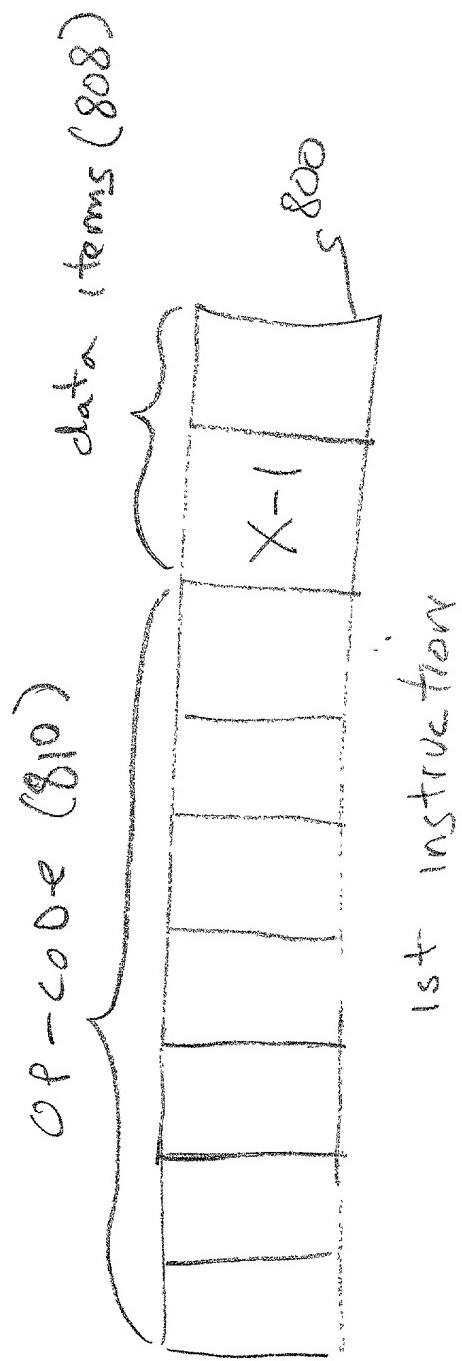
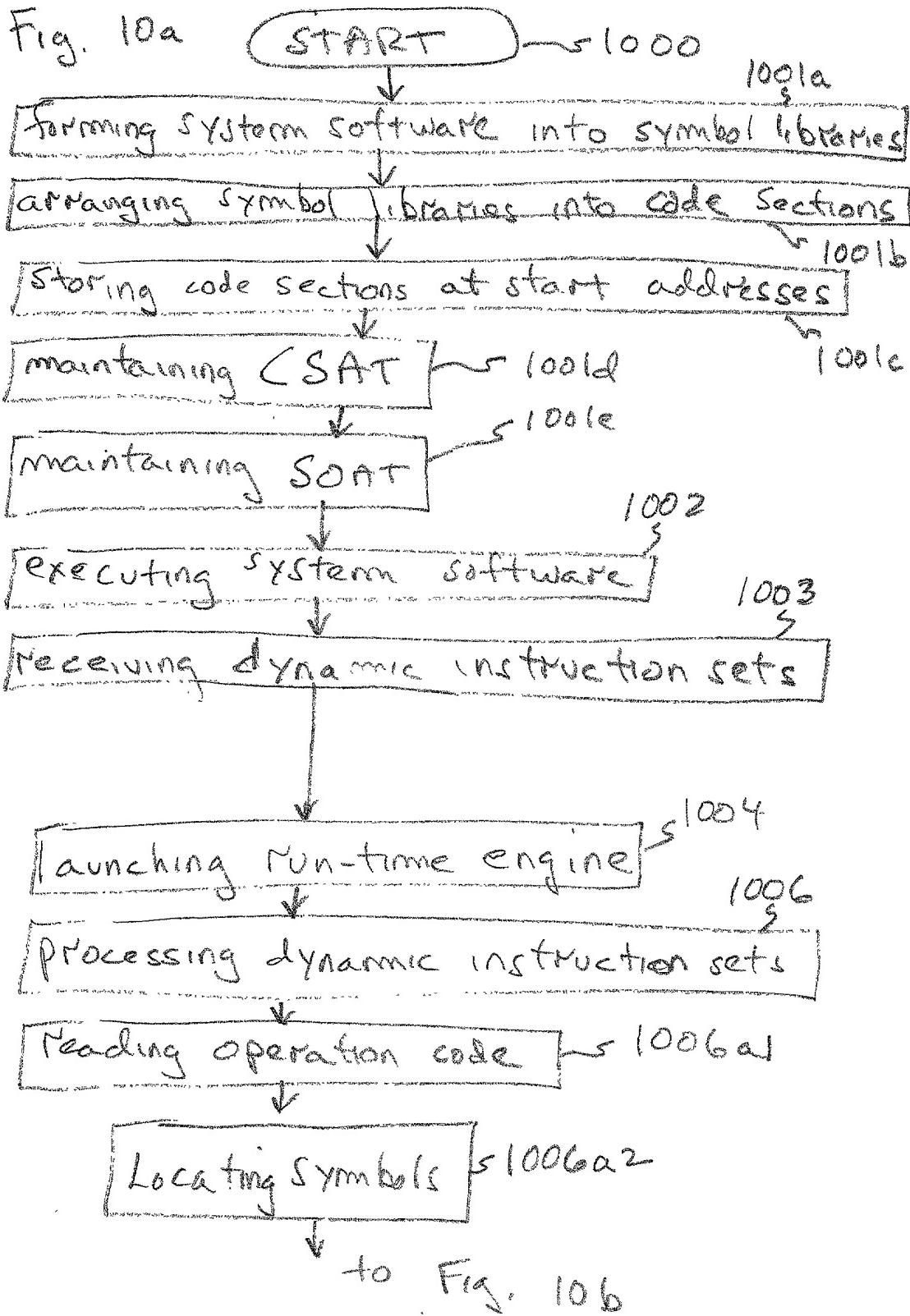


Fig. 9



to Fig. 10b

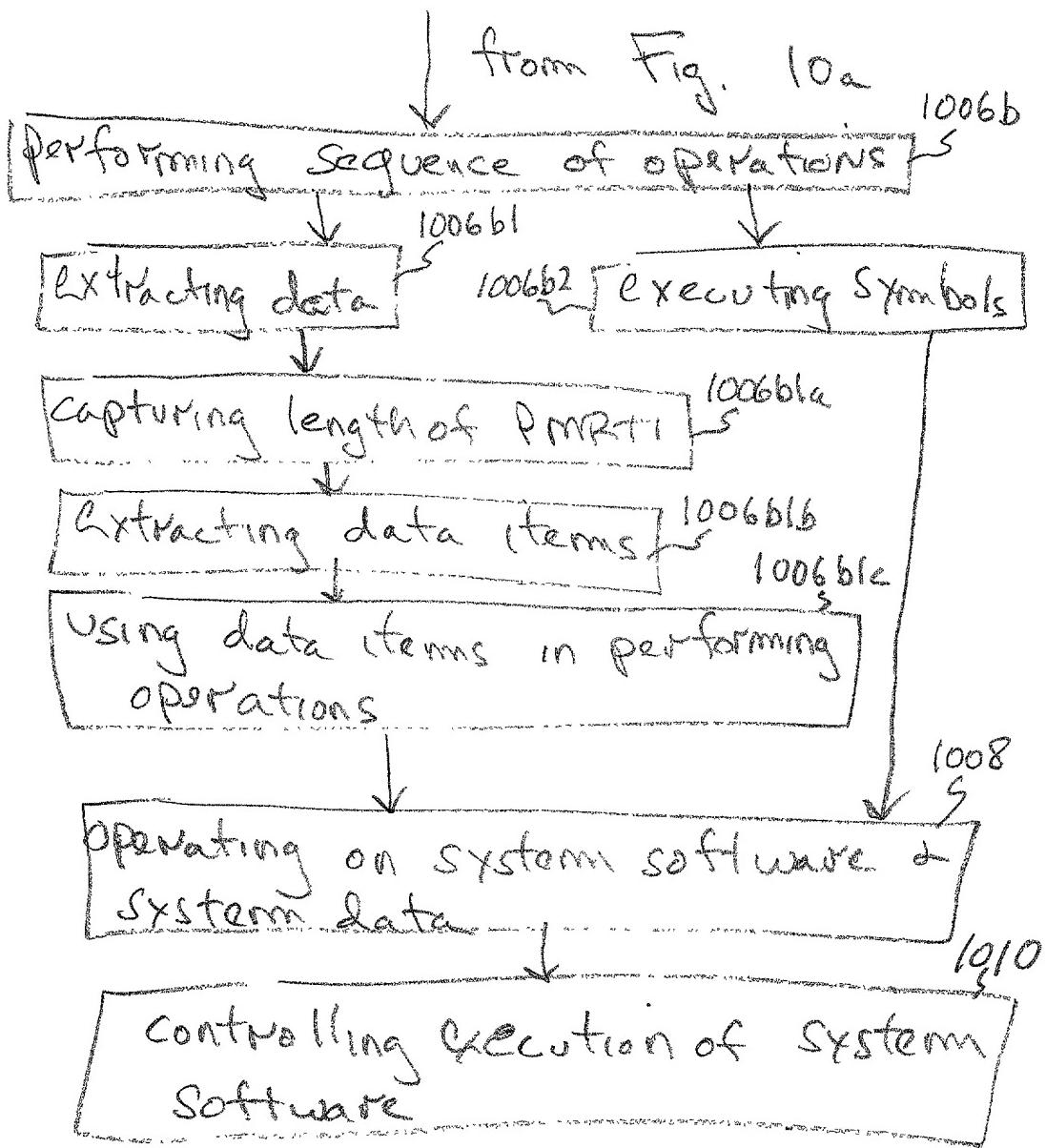


Fig. 10b

Fig. 11

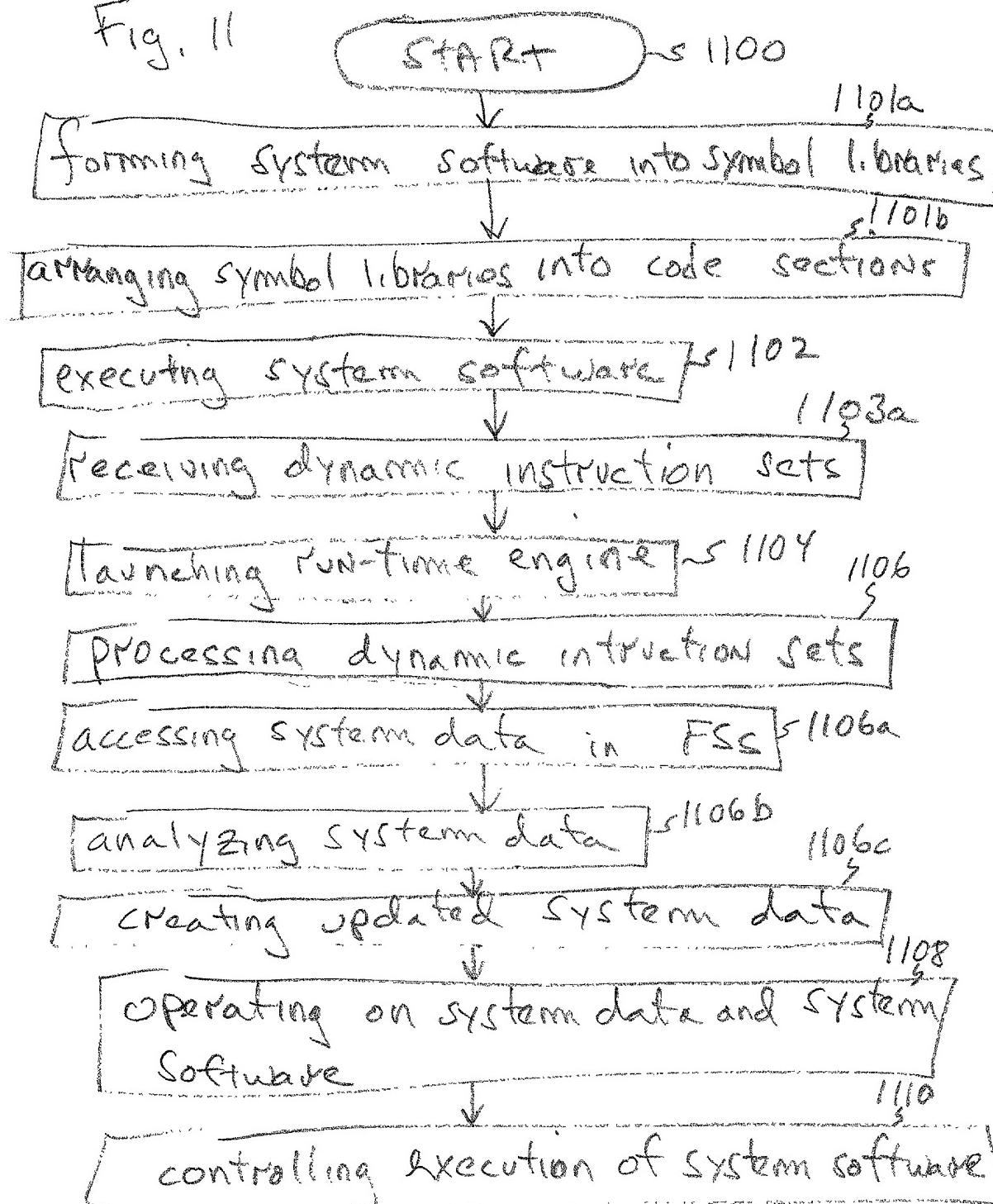


Fig. 12

START

1200

1201a

forming system software into symbol libraries 1201b

1201b

arranging symbol libraries into code sections 1201c

1201c

storing code sections in nonvolatile memory

executing system software 1202

1202

Receiving dynamic instruction sets 1203a

launching run-time engine 1204

1204

processing dynamic instruction sets

accessing System data in CSS 1205a

1205a

analyzing system data 1205b

1205b

Creating updated system data 1205c

1205c

operating on System data and System software 1206a

1206a

controlling execution of system software 1206b

1206b

Fig. 13

Start

1300

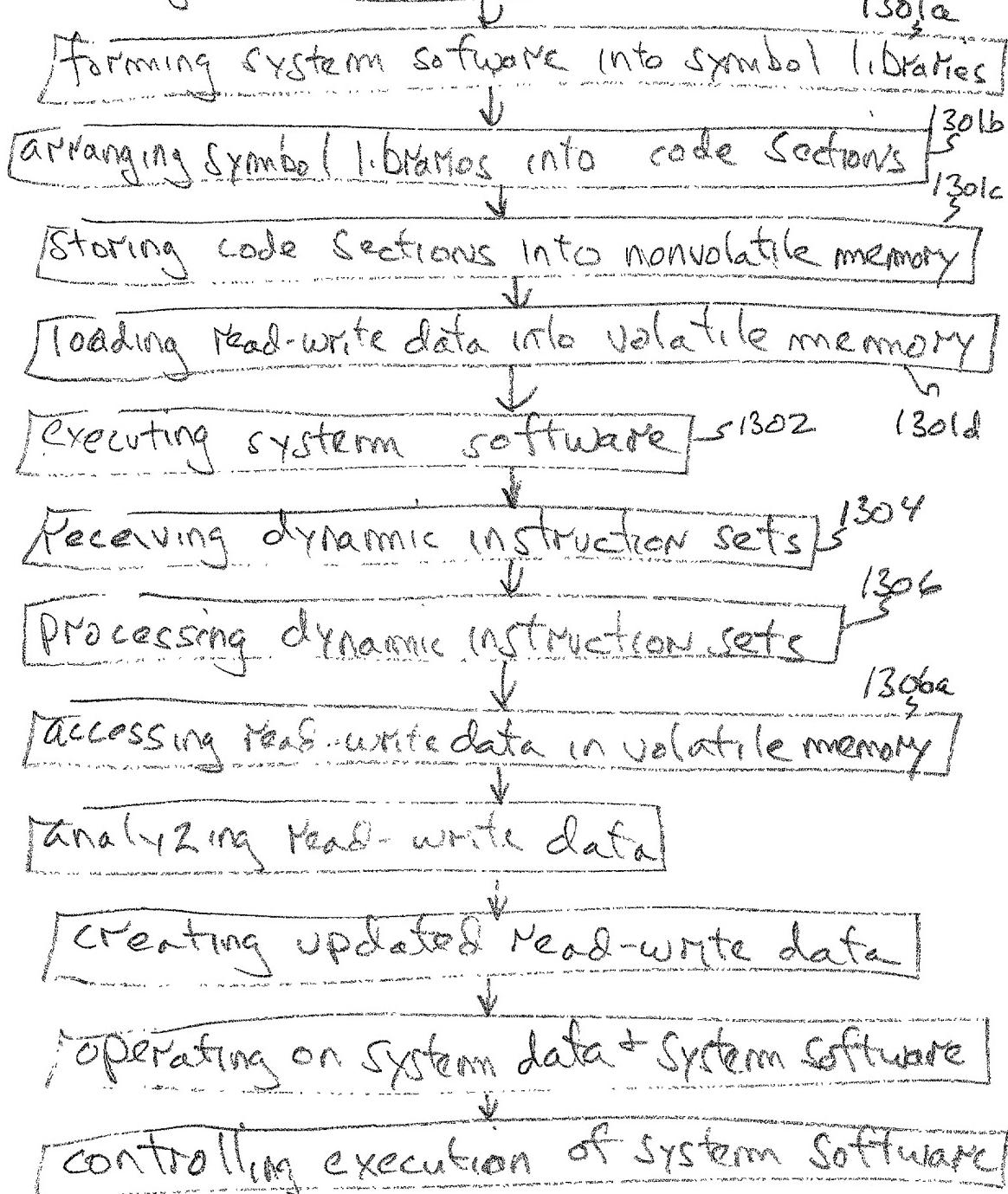


Fig. 14

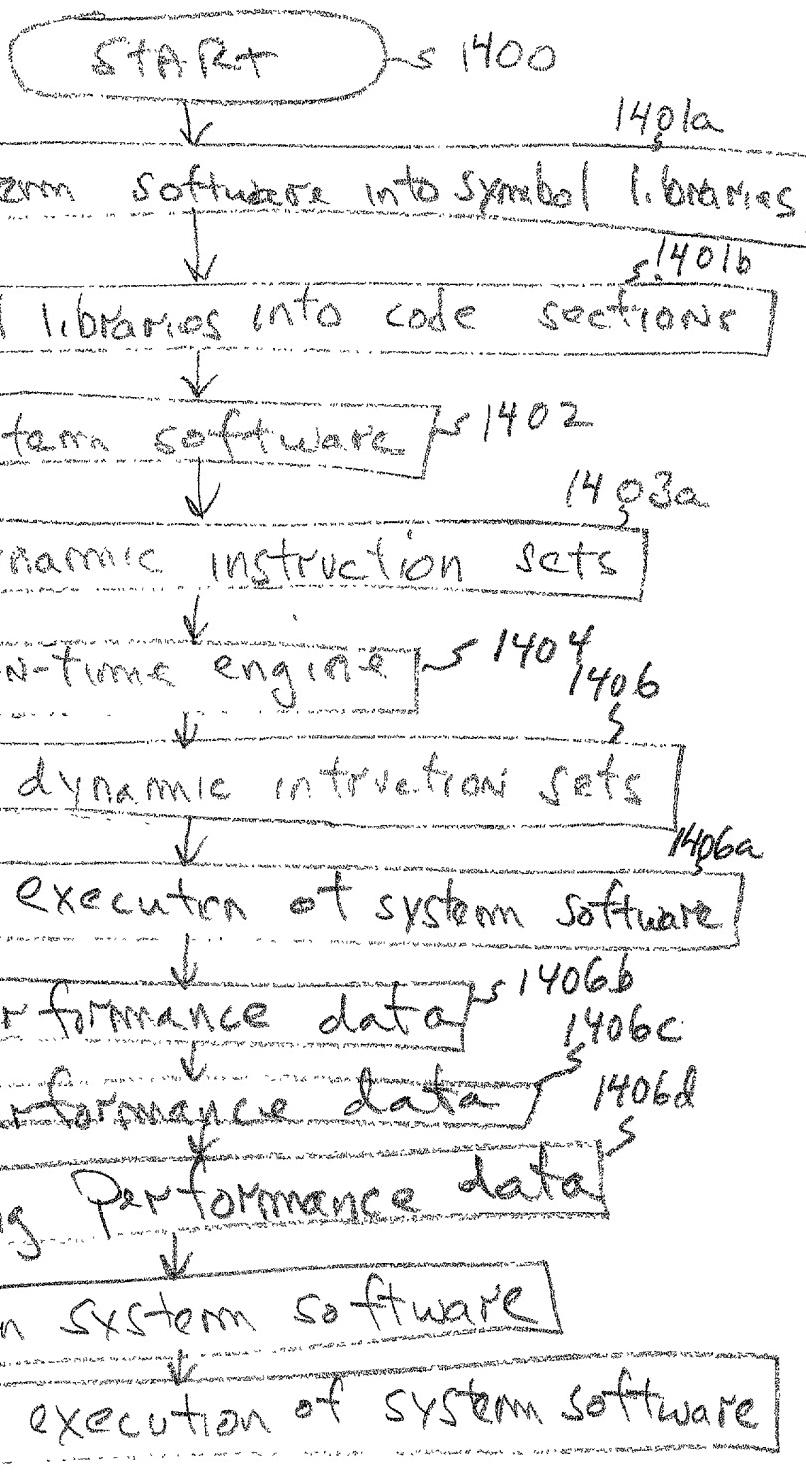


Fig. 15

